ELECTRONIC LCD GAME

http://www.replacementdocs.com

ALL PRO BASKETBALL

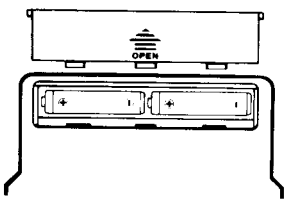
1 THE ALL PRO BASKETBALL™ STORY

What separates an average basketball player from a "ALL PRO" is how the player performs during a playoff championship series! Anybody can play during the regular season, but it's playoff time, when every shot and every trip down the court matters most that determines a player's true skill!

Now it's time for you to enter the gut-wrenching, "in your face" crunch of "ALL PRO BASKETBALL"! You'll have your chance to try all the right moves—running the court, shooting, guarding, intercepting passes, stealing the ball, even slam-dunking! Will you be up to the challenge? You're about to find out!

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.

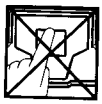


After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.

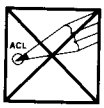
For proper function:
-DO NOT MIX OLD AND NEW BATTERIES
-DO NOT MIX ALKALINE,STANDARD (CARBON-ZINC) OR RECHARGEABLE (NICKEL-CADMIUM) BATTERIES

3 CAUTION

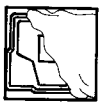
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

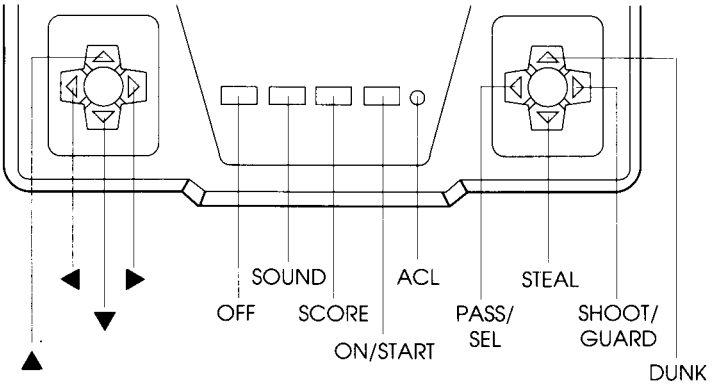
Like all basketball games, your team must be on top at the end of 4 quarters of play.

But this is playoff time, and winning one game is not enough. To WIN the "ALL PRO" championship, you must win four rounds of playoff basketball!

Round 1: conference game
Round 2: semi-final conference game
Round 3: conference final
Round 4: championship final

This is a single elimination playoff series. If you lose a game, you've lost your chance to become champion!

5 CONTROL GUIDE



ON/START	— To turn on the unit. — To start each game. — To start each quarter.
SCORE	— To check scores of both teams.
SOUND	—To control sound: on or off.
OFF	— To turn off the unit.
▲	— To move up.
▼	— To move down.
▶	— To move forward.
◀	— To move backward.
SHOOT/GUARD	— To shoot the ball. — To guard opponent player from shooting. — To intercept an opponent's pass.
PASS/SELECT	— To pass the ball to teammate. — To control your player selection.
DUNK	— To slam dunk.
STEAL	— To steal the ball from an opponent.

6 FEATURES

— 4 playoff games of 4 quarters each
— run, pass, shoot, guard, steal, intercept, and dunk!
— play against the computer
— sound on/off control
— highest playoff win retained
— built-in auto power-off timer

7 GAME SUMMARY

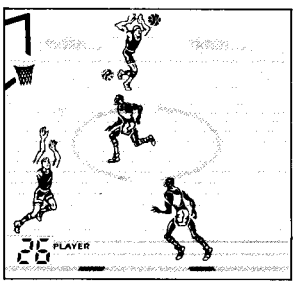
You're about to enter the intensity of "ALL PRO BASKETBALL"! To become champion you have to WIN 4 playoff games. Each game is 4 quarters. Your opponents will be controlled by the computer! The computer has nerves of steel, and gets tougher and tougher as you advance from game to game!

You select to control either of your two players. You control the blinking player. The computer controls all the other players on the court.

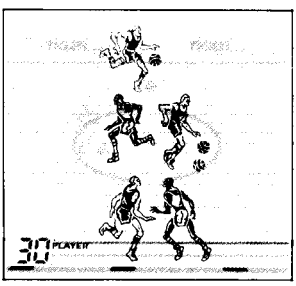
You use your directional buttons (left control keys) to run the court—to move up, down, forward and backward!

You use your right control keys to select the player you want to control (that player will blink), and to pass, shoot, guard, intercept passes, steal the ball, even to slam dunk!

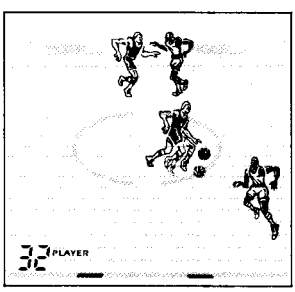
On OFFENSE:



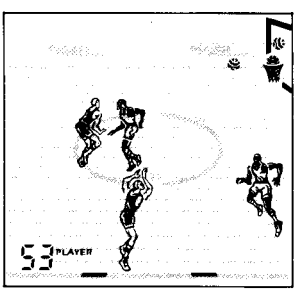
Pass the ball to a teammate in a better position!



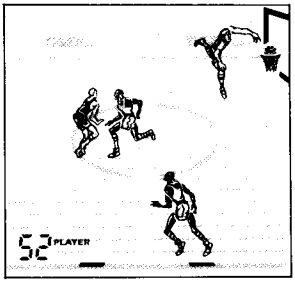
Position a player with your directional buttons, to break through the defense! (The computer's defensive players usually move toward your players!)



Move the ball up court!

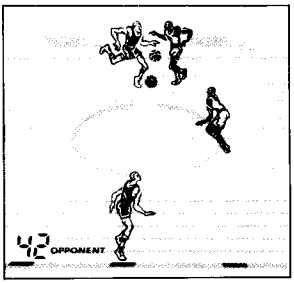


Your shooting percentage is determined by your distance from the basket and how closely you're guarded! You can also shoot 3 point shots behind the restricted area!

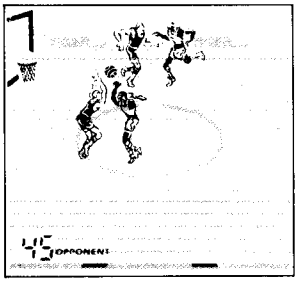


If there's no opponent guarding the basket, try for a slam dunk!

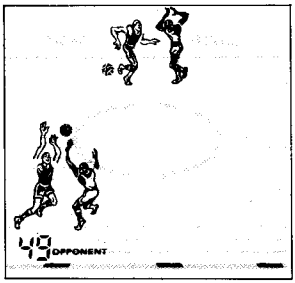
On DEFENSE:



Guard your opponents closely! Remember, whether you're on offense or defense, press the PASS/SELECT button to select the player you want to control!



Press the SHOOT/GUARD button at the right time to block an opponent's shot! Press the STEAL button to steal the ball when an opponent doesn't shoot or pass quickly enough!



Also press the SHOOT/GUARD button at the right time to intercept an opponent's pass!

Press the ON/START button to turn on the unit. You'll hear an "On" beep! The highest level of playoff win achieved will be displayed.

Press the ON/START button again to begin the first level of play (Round 1: conference game). You always begin with a zero to zero score, and at the first quarter.

Two players from each team are displayed, and Round 1 begins!

Each game is 4 quarters long. Each quarter is about 3 minutes long.

To win a game, your team must be on top at the end of the 4th and final quarter! Each time you win a game, you move on to the next round!

There are four rounds:
Round 1: conference game
Round 2: semi-final conference game
Round 3: conference final
Round 4: championship final

This is a single elimination playoff series! If you lose a game, you're out of the tournament! (A tie counts as a loss.)

You always play against the computer. The computer is a cold blooded opponent! You'll need all your speed and skill to defeat it! The computer also gets tougher as you progress from round to round! But what did you expect? After all, this is the playoffs, and it's crunch time!

Press the ON/START button:
— to begin each quarter
— to begin the next round after a win
— to begin the playoffs all over again from Round 1 after a loss.

You can select to control either of your two players on screen— whether you're on offense or defense!

You always control your blinking player.

Press the PASS/SELECT button to select which player you want to control! The computer will control all the other players!

Press the directional buttons (▲), (▼), (◀), (▶) to control where your players move on the court.

Press the right control buttons to guard, block shots, intercept passes, and steal the ball when you're on defense!

Press the right control buttons to pass, shoot, and slam dunk when you're on offense!

The player/opponent indicator will show which team is controlling the ball. The display normally shows the timer but will display the score after each successful shot!

The game pauses after each quarter, and the next quarter is displayed. After winning a game (after a 4th quarter), the next round is displayed.

Press the SCORE button during any pause to examine the scores of the teams!

Remember to press the ON/START button to resume playoff action!

Slam Dunks:
When you're on offense, look for the opportunity to slam dunk! Try for a dunk when there's no opponent directly in front of the basket! Move your offensive player to the center position, and press the DUNK button!

3-Point Shots:
Have an offensive player attempt a shot behind the restricted area to go for a 3-point play! But remember—your shooting percentage is determined by the distance of your shot, and how closely you're being guarded!

Shot Blocking:
When you're on defense, and guarding an opponent, press the SHOOT/GUARD button when the computer's offensive player is c to shoot to block his shot for a "in his face disgrace"!

Press the SOUND button if you ever wish to play in silence. Press it c to regain all the sounds of playoff action!

Remember, this is a single elimination tournament, so you must win every game to advance to the championship game!

But if you lose a game (it happens to the best of us), don't give up hope! Press the ON/START button after a loss to begin again from Round 1!

Press the OFF button when you're ready to hang up your sweatsocks for the day. But don't worry if you forget—the unit automatically shuts itself off after about 4 minutes of non-action!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to TIGER ELECTRONIC TOYS, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$8.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the TIGER ELECTRONIC TOYS REPAIR CENTER, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a sturdy carton with plenty of newspaper, foam or other padding and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, USA.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$8.00 payment for the repair service.